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includes a user interface allowing a user to initiate a game and observe a result, the control device being arranged to supply game or gamble outcome information used by the console to produce a game outcome.
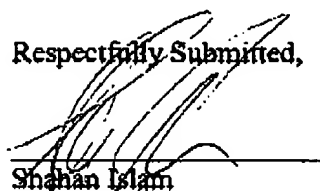
REMARKS

This is being submitted in response to the Examiner's request to submit new claims.

The purpose of this amendment remains to reduce the number of claims to 30 for examination.

Respectfully Submitted,

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APPENDIX

IN THE CLAIMS:

171.   (New) A method of operating a gaming system including at least one gaming console, the console including secure storage means and a user interface allowing a user to initiate a game and observe a result, the method including the steps of:

storing game or gamble outcome information in the secure storage means for use by the console to produce a game or gamble outcome respectively; and

upon receipt of a user input initiating a game, producing a game play sequence including a game and/or gamble outcome indication determined by the game or gamble outcome information stored in the secure storage means alone or in combination with a user input.

172.   (New) The method of claim 171, wherein the secure storage means is a smartcard or smartcard chip.

173.   (New) The method of claim 171, wherein the information stored in the secure storage means is a random number seed from which outcome information relating to a sequence of future games to be played on the console is generated by operation of a random number generator.

174.   (New) The method of claim 173, wherein the outcome information is a random number used to determine a gamble outcome and the secure processing means in the console then chooses a game outcome which will achieve that gamble outcome.

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175.   (New) The method of claim 171, wherein the secure storage means is removably connectable to or readable and writable by the console.

176.   (New) The method of claim 171, wherein the information relating to future game outcomes stored in the secure storage means is stored before the secure storage means is connected to the console.

177.   (New) The method as claimed in claim 171, wherein the production of the game or gamble outcome determination is performed in a secure processing means connected to the secure storage means by way of a secure communications path.

178.   (New) The method of claim 171, wherein a gaming server is provided and is in communication with each gaming console, the gaming server being arranged to calculate the outcome information in relation to a game for storage in a secure storage means and to send outcome signals to the console in which the secure storage means is located, the method including the steps of:

in the gaming server, precalculating data which partially or completely defines an outcome of at least one game on one console, and generating and sending to the respective console a signal indicating the precalculated data prior to a user initiating the game on the console;

in the console, receiving the data signal and storing the data as 15 part or all of the game or gamble outcome information in the secure storage means.

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179. (New) The method of claim 178, wherein the precalculated data is transmitted from the game server to the secure storage means in the console and the game verification data is transmitted by the secure storage means to the game server.

180. (New) The method of claim 178, wherein the secure storage means, is not in communication with the gaming server when the game is played, and each time the secure storage means is next connected to the gaming server, it will generate and send a signal to the server indicating the stored game outcome information that has been used.

181. (New) The method as claimed in claim 171, wherein the game or gamble outcome information represents a plurality of predetermined gamble outcomes which are stored in the secure storage means.

182. (New) The method as claimed in claim 172, wherein the smartcard device is provided with a list of predetermined outcomes, and game play includes a step in which the player makes a bet on the outcome of each game.

183. (New) The method as claimed in claim 172, wherein the secure storage on the smartcard is accessed via a secure communications system within the console and wherein the secure communications system is provided by a further smartcard device.

184. (New) The method of claims 178, wherein the console sends a signal to the

secure storage means describing a state of a game being played to the gaming server.

185.   (New) A gaming system including at least one gaming console, the console including secure storage means and a user interface allowing a user to initiate a game and observe a result, the system including:

secure storage means for storing game or gamble outcome information used by the console to produce a game or gamble outcome; and

game control means in the console arranged to receive a user input initiating a game and to produce a game play sequence including a game and/or gamble outcome indication determined by the game or gamble outcome information stored in the secure storage means alone or in combination with a user input.

186.   (New) The system as claimed in claim 185, wherein the secure storage means is a smartcard or a smartcard chip.

187.   (New) The system of claim 185, wherein the information stored in the secure storage means is a random number seed from which outcome information relating to a sequence of future games to be played on the console is generated by operation of a pseudo-random number algorithm.

188.   (New) The system of claim 186, wherein the outcome information is a random number indicating a gamble outcome value and the console then chooses a game outcome which

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will achieve that gamble outcome value.

189. (New) The system of claim 185, wherein the information relating to future game outcomes stored in the secure storage means is stored before the secure storage means is connected to the console.

191. (New) The system of claim 185, wherein a secure processing means is provided to produce the game or gamble outcome indication and is connected to the secure storage means by way of a secure communications path.

192. (New) The system of claim 185, wherein a gaming server is provided in communication with each gaming console, the server being arranged to calculate the outcome information in relation to a game for storage in a secure storage means and to send game or gamble outcome signals to the console in which the secure storage means is located, and the console including receiving means for receiving the game or gamble outcome signal and storing the information carried in the signal as the game or gamble outcome information in the secure storage means.

192. (New) The system as claimed in claim 191, wherein the server includes an auditing means for checking game and/or gamble outcome data returned from the secure device in the console.

193. (New) The system as claimed in claim 185, wherein the game outcome information represents a plurality of predetermined gamble outcomes which are stored in the

secure storage means.

194. (New) The system as claimed in claim 186, wherein the smartcard device is provided with a list of predetermined outcomes, and the console includes a bet input means arranged to receive a bet on the outcome of a game.

195. (New) The system as claimed in claim 194, wherein a non-volatile memory is provided in the smartcard device for recording player bet values and the total value owed to the player.

196. (New) The system of claim 191, wherein the console sends a signal to the server via the secure storage means describing a state of a game being played to the game server.

197. (New) A secure storage means for use in a gaming console which includes a user interface allowing a user to initiate a game and observe a result, the secure storage means being arranged to store game or gamble outcome information used by the console to produce a gamble outcome.

198. (New) The secure storage means of claim 197, wherein the secure storage means is arranged to communicate with a gaming server via a gaming console, the server being arranged to calculate the game or gamble outcome information in relation to a game for storage in the secure storage means and to send outcome signals to the secure storage means via the console, the secure storage means being arranged to receive and store the game or gamble

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outcome information.

199.   (New) The secure storage means as claimed in claim 197, wherein the secure

storage means is a smartcard or a smartcard chip.

200.   (New) A secure removable control device for use in a gaming console which

includes a user interface allowing a user to initiate a game and observe a result, the control

device being arranged to supply game or gamble outcome information used by the console to

produce a game outcome.

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